What to bring to campus

Living and sleeping
- Pillows and bedding for a twin extra-long bed (80” long)
- Carpet/area rug and other decor
- Non-halogen lamps
- Clothes and clothes hangers
- UL-approved power strips (15 amp); three-prong extension cords; UL-certified fan
- Crates, closet organizers, bed lifts
- Flashlight with extra batteries
- Alarm clock
- Sewing kit

Personal care
- Thermometer, antibacterial wipes, face coverings
- Toiletry holder and toiletries
- Towels, washcloths, bathrobe, shower shoes (e.g., flip-flops)
- Prescription medications
- Laundry hamper, high-efficiency laundry detergent, dryer sheets

Food and beverage
- Small kitchen items (plates, cups, bowls)
- Mini-refrigerator (4.0 cubic foot maximum — 1 per room) or a MicroChill® combination appliance (1 per room) — more at umaine.edu/housing/microchill
- UL-approved auto-off coffee machines or single-serve coffee machines (e.g., Keurig)

Technology, entertainment and recreation
- Laptop or desktop computers, tablets; respective cords
- Stereo, digital TV, video game equipment
- Cell phone and charger; no landlines provided
- Recreation equipment (e.g., bicycle, skateboard) and locks

Health and safety
- Health insurance card and auto insurance card
- First aid kit

Other
- Parking permits — purchase at umaine.edu/parking — Auto: $50; Motorcycle: $30 (free with auto permit)

What to leave home

Living and sleeping
- Halogen lamps, neon signs, candles, incense
- Two-prong extension cords
- Air conditioners of any kind
- Analog television
- Electrical appliances with heating elements (e.g., hot plates, toaster ovens, sandwich makers, toasters, space heaters)

Food and beverage
- Stand-alone microwave ovens
- Air Fryers and Instant Pots
- Kitchen knives with blades longer than 4”
- Alcohol, if under 21 years old or a resident of Substance Free Housing

Technology, entertainment and recreation
- Personal wireless router
- One-of-a-kind, irreplaceable items
- Large furniture items that will not fit in the room

Health and safety
- All weapons (e.g., firearms, arrows, swords)
- Illegal and non-prescribed drugs, marijuana (in any form), and tobacco

Other
- Pets, except small fish in a tank up to 10-gallons (only pet allowed)
- Hoverboards and drones

Before moving in
- Property Insurance: Consult your family’s homeowner’s or renter’s insurance policy to see if it covers items at the residence hall. If it doesn’t, consider purchasing renter’s insurance.
- Coordinate with your roommate: Talk with your roommate to decide what each of you will bring. Housing assignments are available at myHousing in mid-July.
- Pack for cold weather: Winters in Maine are cold. Bring cold weather essentials (e.g., hat, gloves, scarf, heavy coat, boots).

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